NES-WX-USA★

Heavy SHREDDIN'™

The Snowboarding Video Game

Instruction Booklet

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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INTRODUCTION

Get ready for the ride of your lifetime! With the HEAVY SHREDDIN'™ video game, you'll be traveling down slick, snow-covered mountains on a single snowboard that's not much larger than a ski. To survive your runs, you'll have to master some hot moves to get around the dangerous obstacles ready to trip you up. Complete all five events (18 levels in all) and you'll be rewarded with the coveted WORLD CUP trophy. It won't be easy.
But you can bet it'll be fun!

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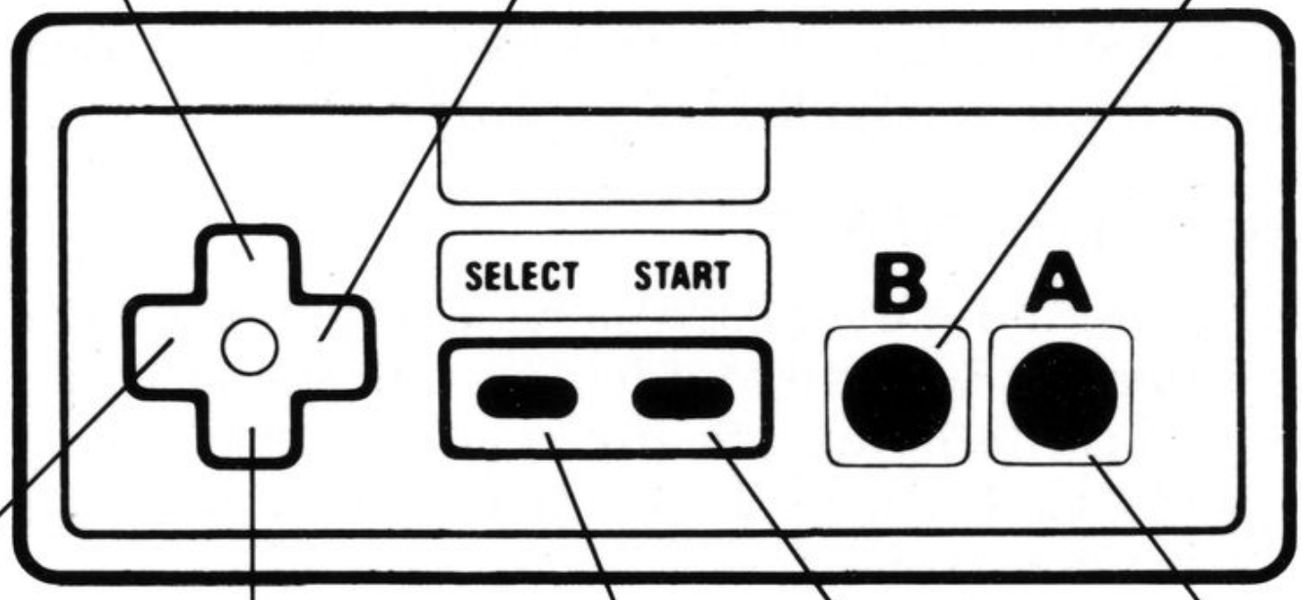
How to Use the Controller



UP arrow... aim left if standing; turn up if tucked

Right arrow... to tuck and gain speed

B button... for ducking under obstacles

Left arrow... to stand straight up

DOWN arrow... aim right if standing; turn down if tucked

Select button... to select a new game

Start button... to start or pause the game

A button... for jumping or kicking

GENERAL RULES

At the start of each game, you'll first see a trail map screen that shows you the name of the trail you're on and the events within the current trail. There are five events and a total of 18 levels of play. In order to move on to the next event, you must first successfully complete the run you're on. Reach the end of any trail and you'll be presented with a special message. Reach the end of all events and you'll win the WORLD CUP trophy!

When you're ready, press START.

You have four lives at the start of each game. Every time you fall or fail to qualify, you lose one life. Lose all four lives and the game ends. If you reach the next trail, you'll earn a bonus life. If you fall and you have remaining lives, you'll be sent back to the beginning of that event to try again. You then hit Start again to begin your next trail.

You score points based on each screen you manage to pass. The point values are 100, 200, 300, 400, 500, or 600 per screen, depending on the skill level. Try to increase your score each time you play.

How to Master the Slopes
To make it to the end of a run, you'll have to practice and master the art of turning, ducking, jumping and stunting.

Turning can be done in two ways...tucked or standing. In the standing position, simply point the board where you want it to go.
In the tucked position, you'll simply move up and down the screen.
(Note: If you're daring enough, use the tuck position to gain greater speed).

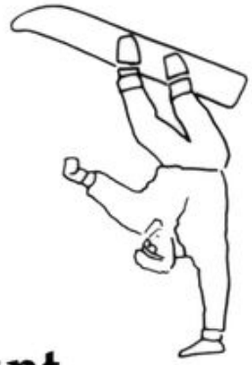
Ducking is an easy enough maneuver. Just press the **B** key to duck under obstacles.

Jumping can be done by pressing the **A** key. There are five different jumps... a regular jump and four stunt jumps.

Stunting is where you'll really get your kicks. Stunts are for survival as well as for hot-dogging. Practice them enough and the WORLD CUP trophy could be yours. To stunt, you'll need to press the **A** key and then press any of the four direction keys **(UP/DOWN/RIGHT/LEFT)**. The direction key is how you'll choose a particular stunt.

How to do the stunts:

Toe Grab Stunt (a longer jump):
Press **A** key and **UP** direction key.



Hand-Plant Stunt
(a hot-dogging move and a requirement in the Half-pipe event):
Press **A** key and **DOWN** direction key.

Mid-Air 360 Stunt (this one is just for hotdoggers having a great run):
Press **A** key and **RIGHT** direction key.

Mule-Kick Stunt (especially useful in recovering your balance while bouncing through treacherous moguls):
Press **A** key and **LEFT** direction key.

THE EVENTS

There are five events in all: Downhill, Slalom, Half-pipe, Moguls and Backwoods. The first four have three levels of difficulty. Backwoods has six. On some events you'll be working against the clock. On others you'll merely try to survive while racking up as many points as possible:

1. Downhill... The object here is to get down the slope as fast as possible. Guide your board by pressing either the **UP** or **DOWN** key. Jump (press **A** key) over any obstacles you can't pass. If you fall, you'll be sent back to the top of the trail for another try. This event has three levels of difficulty.

2. Slalom... Guide the board between the gates by pressing the **UP** and **DOWN** keys. If you fall or miss going through a gate, you'll be sent back to the top of the run for another try. Again, you can Jump (press **A** key) over any obstacles you can't pass. This event has three levels of difficulty.

3. Half-pipe... This event requires stunts. But first you'll need enough momentum to get high enough on the wall to do a stunt. To do this, press and hold **UP** when the board is moving up the far wall and **DOWN** when it's moving up the near wall. Once you've gained enough height, you'll be given an on-screen command to perform a stunt (see How to Master the Slopes for stunt information). This event has three levels of difficulty.

4. Moguls... Guide the board by pressing the **UP** and **DOWN** keys. The small moguls (bumps in the snow) can be handled by simply jumping over them (press **A** key). To get past large mogul fields, you must use either a mule-kick or a toe grab stunt. To do a mule-kick, aim your board at the mogul and wait long enough for the shredder to bend up. Then press the **A** key and **Left** key and you'll mule kick over the mogul field. This event has three levels of difficulty.

5. Backwoods... Not for the faint-hearted, this event has a total of 23 difficult obstacles to deal with. Each requires a different response in order for you to survive:

Trees..... avoid by turning
Snowgun Hose..... jump over them
Ice..... avoid by turning or jumping
Rocks..... avoid by turning or jumping
Gates..... avoid or pass through by turning
Logs..... jump or hit and mule-kick or avoid by turning
Metal Fences..... avoid by turning
Rope Fence..... duck under
Streams..... jump over them
Rivers..... cross the bridge
Ice Pond..... stay in tuck or jump over
Truck..... hit ski jump in tuck position
Cliffs..... jump off edge and adjust board angle by holding UP key
Crevasse..... jump small ones and toe grab over large ones
Hay Bail..... jump or hit and mule-kick
Mogul..... jump or hit and mule-kick
Mogul Field..... hit and mule-kick
Chalet Roof..... stay in tuck and adjust board angle by holding DOWN key
Small Trail..... turn in standing position
Waterfall..... jump onto small island in river
Embankment..... hit and accelerate around trees
Tunnel..... duck to travel through it
Billboard..... duck to go under it

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or both of the following measures: Reorient the receiving antenna, and/or relocate the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No.004-000-00345-4.

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